VS. TENNIS™

SERVES UP DUAL SCREEN ACTION TO NET YOU HIGHER PROFITS.

Nintendo brings the excitement of center court competition to life with a challenging new arcade game—VS. TENNIS!

DOUBLE PLAY DOUBLES PAY. Players meet their match face-to-face on interactive dual-screen monitors for the most realistic game play on the market.

With multiple game selections for singles or doubles play against the computer or other players, VS. TENNIS allows up to four people to join the action at once—making it the game with one dollar play!

VS. SYSTEM™ KEEPS CUSTOMERS PLAYING. VS. TENNIS is part of Nintendo's new VS. SYSTEM of interchangeable arcade games. At a fraction of the cost of buying a new game, you can simply update your VS. SYSTEM with new VS. PAK™ game programs.

VS. TENNIS, part of the VS. SYSTEM—Games that never stop earning.™

Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98052
(206) 882-2040

© 1984 Nintendo of America Inc.

VS.SYSTEM™

VS.SYSTEM-Today's most innovative interchangeable video game system! Dual monitors create the most interactive and exciting game play available!

■ **VS.SYSTEM** is capable of providing new games through easy software replacements!

■ VS.SYSTEM games available include: **VS.TENNIS™** **VS.BASEBALL™**

Staged new releases make VS.SYSTEM the most innovative and affordable game system on the market!

Nintendo®

VS.SYSTEM™

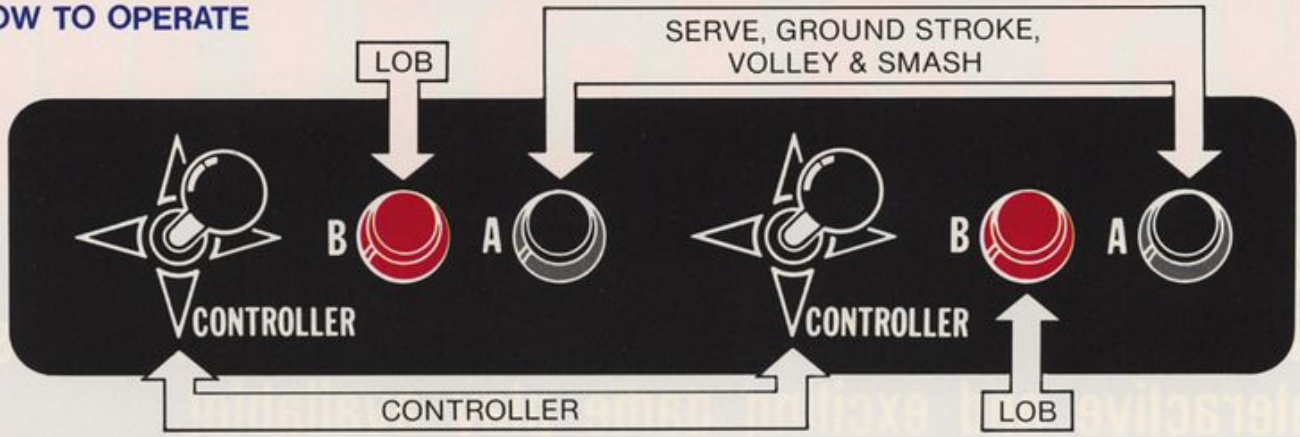
THE GAME SHOWN IS VS.TENNIS

©1984 Nintendo of America Inc.

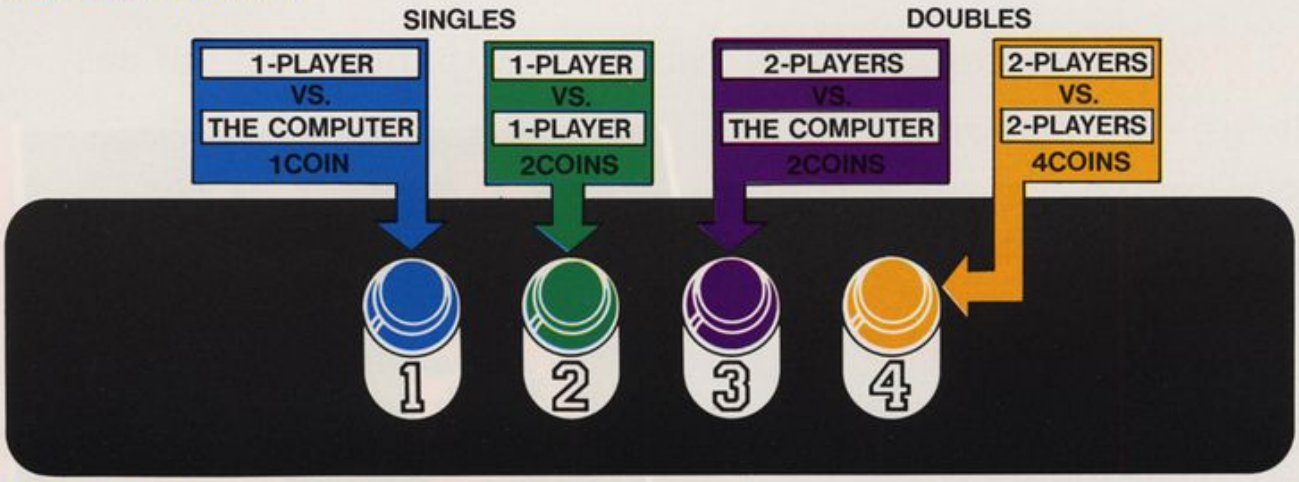
VS.TENNIS™

©1984 Nintendo of America Inc.

■HOW TO OPERATE



■GAME SELECT(START)



■HOW TO PLAY

- VS. TENNIS will automatically toss the ball for service.
- Push BUTTON A to serve (automatic serve on the 4th toss).
- When player(s) lose(s) 3 games, the game is over.
- In "One Player VS. One Player" and "Two Players VS. Two Players", the winning player(s) can play against the computer after defeating the opponent(s),
- or the opponent(s) can continue the game by inserting additional coin(s) and pushing "Game Select" (Start Button) while "Insert Coin (s)" is displayed.

SINGLES

1 One player can play a "Singles Game VS. The Computer!"

2 Two players can play a "Singles Game VS. Each Other!"

DOUBLES

3 Two players can play "Doubles VS. The Computer!"

4 Four players can play "Doubles VS. Each Other!"

	UPRIGHT	TABLE
DIMENSION	45¼(W)×33½(D)×67½(H)inch	27(W)×38(D)×34½~42(H) inch
WEIGHT	375 lbs.	205 lbs.

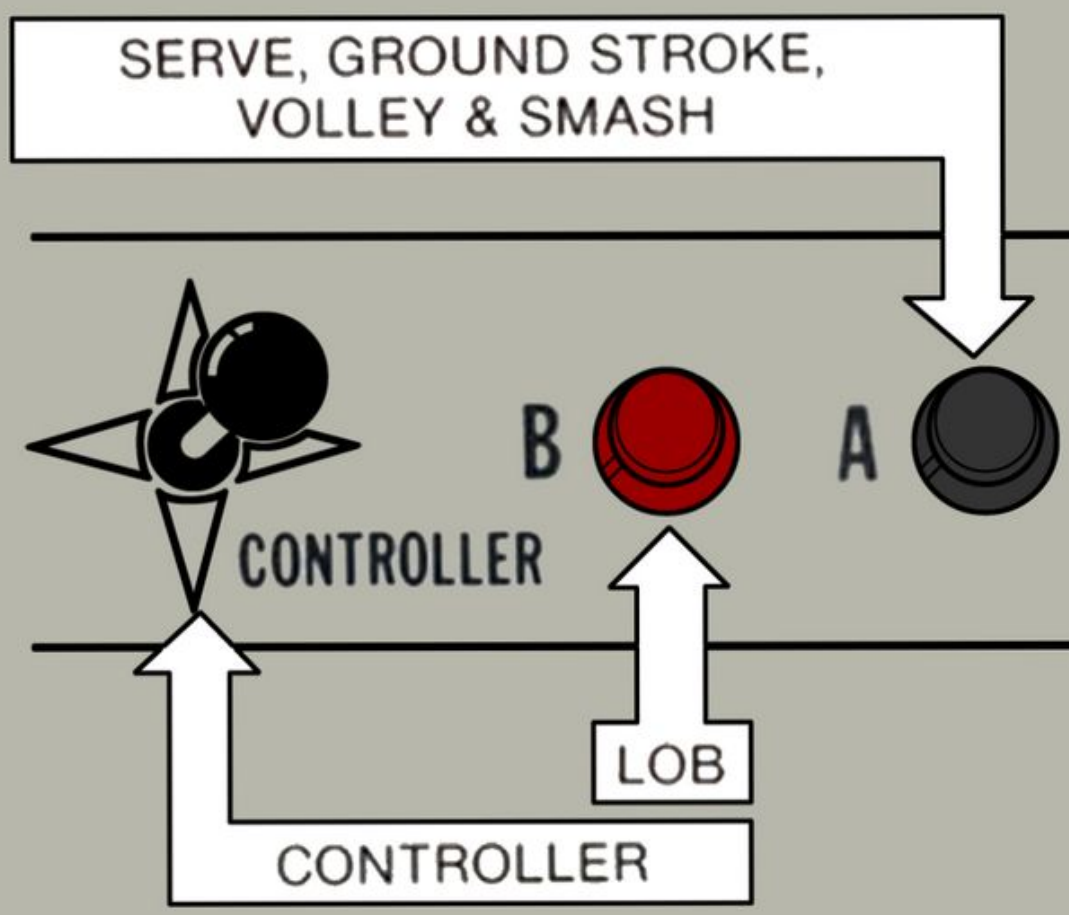
Nintendo of America Inc.

4820-150th Avenue N.E., P.O. Box957, Redmond, WA 98052 Telephone (206) 882-2040 Telex: 152933 Telecopier (206) 882-3585

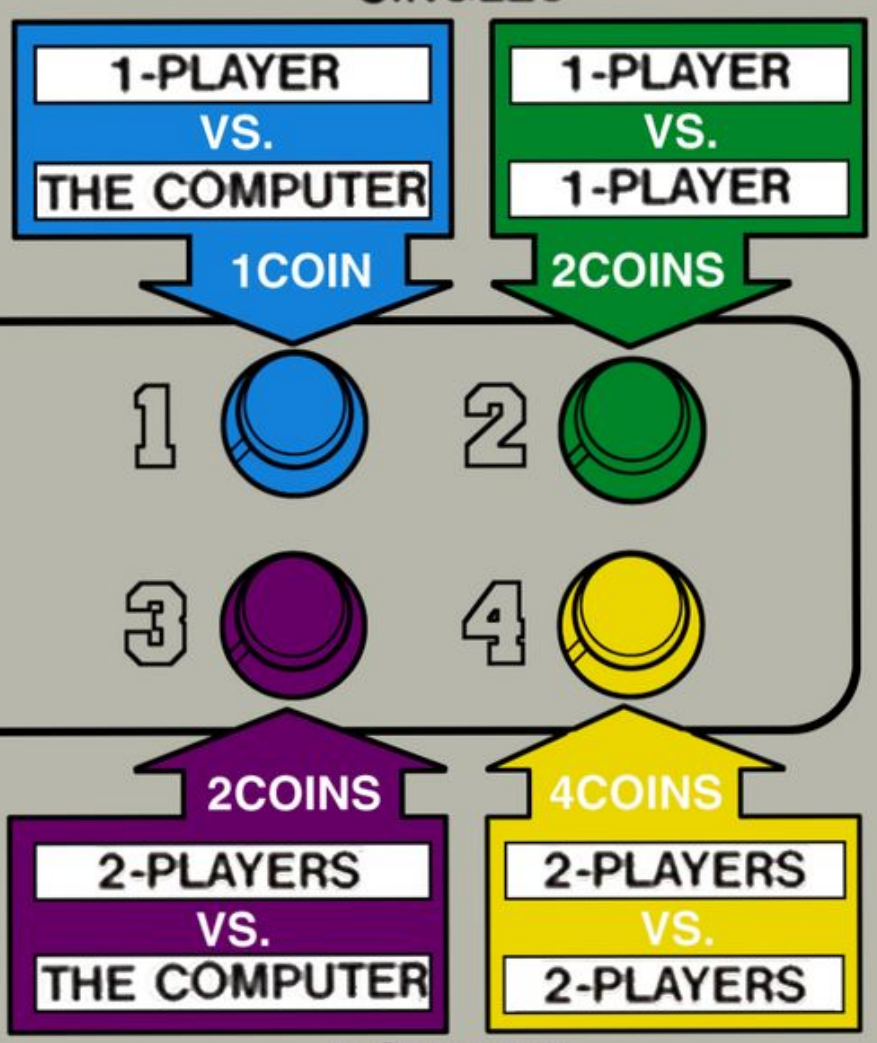
Printed in Japan

VS.TENNIS™

HOW TO OPERATE



GAME SELECT(START)



HOW TO PLAY

- VS. TENNIS will automatically toss the ball for service.
- Push BUTTON A to serve (automatic serve on the 4th toss).
- When player(s) lose(s) 3 games, the game is over.
- In "One Player VS. One Player" and "Two Players VS. Two Players", the winning player(s) can play against the computer after defeating the opponent(s),
- or the opponent(s) can continue the game by inserting additional coin(s) and pushing "Game Select" (Start Button) while "Insert Coin (s)" is displayed.

VS.TENNIS™

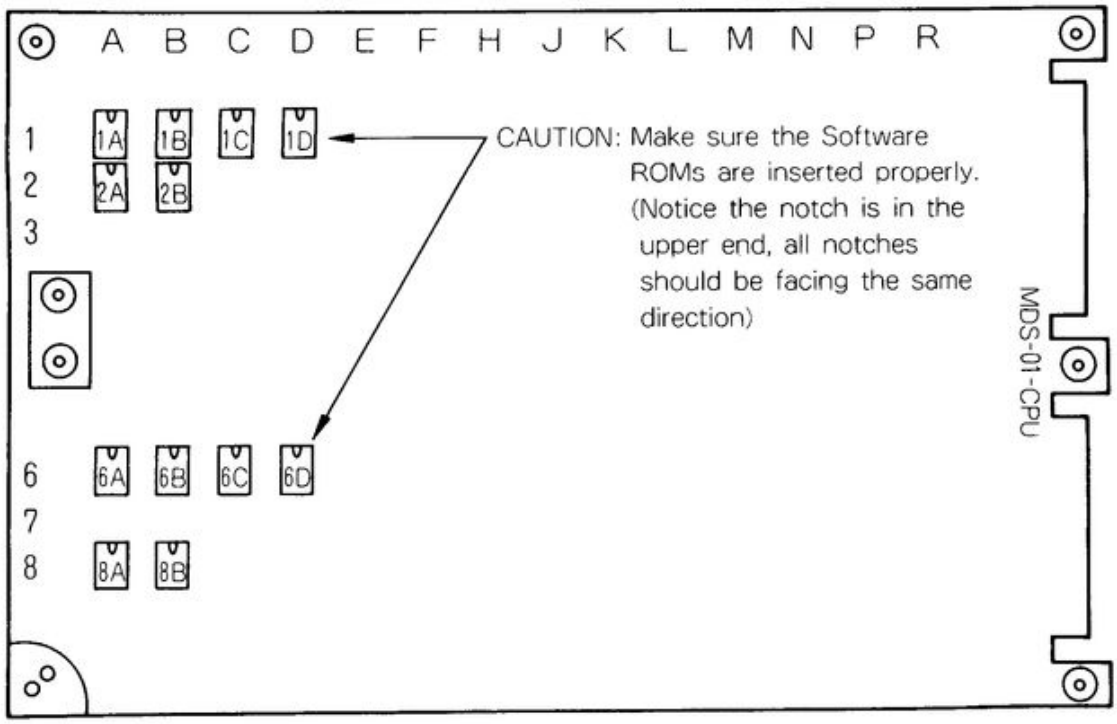
(Operation Manual)

I. How to install Software ROMs

Each Software ROM is labeled with a Location Number shown on it (▨ Shaded Portion illustrated below), which will indicate the corresponding location on the P.C. Board where it should be installed.

(Label on Software ROM)

The VS Tennis Game contains 12 Software ROMs, which have location numbers, 1A, 1B, 1C, 1D, 2A, 2B, 6A, 6B, 6C, 6D, 8A, and 8B.
Each ROM must be mounted into the proper IC Socket.



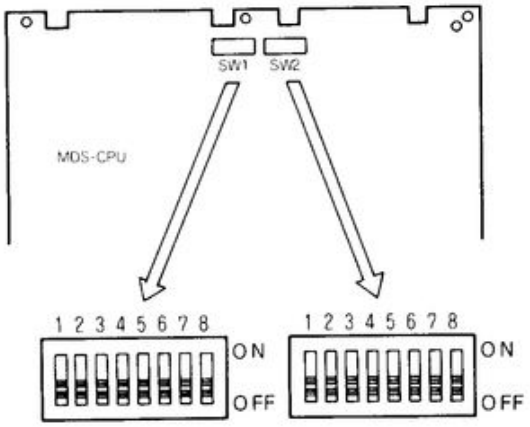
ROM Locations on P.C. Board

Caution: If other Software ROMs are already mounted in the P.C. Board, the new Software ROMs should be mounted after the old software ROMs are removed from the IC Socket.

2. Points and methods of adjustment

MDS P.C. Board

Game Option Settings



			Switch (SW1) Settings							
			1	2	3	4	5	6	7	8
Difficulty VS. Computer	Easy ↓ Hard	1 2 3 4	OFF OFF ON ON	OFF ON OFF ON						
Difficulty VS. Person	Easy ↓ Hard	1 2 3 4			OFF OFF ON ON	OFF ON OFF ON				
Racket Size	Large Small						OFF ON			
Extra Score	1 Set 1 Game							OFF ON		
Court Color	Green Blue								OFF ON	
NINTENDO (TITLE DISPLAY)	JAPAN USA									OFF ON

		Switch (SW2) Settings							
		1	2	3	4	5	6	7	8
Game Mode Test Mode		OFF ON							
Coin/Credit	1/1 1/2 2/1 FREE		OFF OFF ON ON	OFF ON OFF ON					
Game Mode Refer to table below	A B C D				OFF OFF ON ON	OFF ON OFF ON			
Number of Rackets Per Game	3 4 5 2						OFF OFF ON ON	OFF ON OFF ON	
Attract Music	No Music Music								OFF ON

Game Mode	A	B	C	D
Singles (VS · Computer)	1 Credit	1 Credit	1 Credit	1 Credit
Doubles (VS · Computer)	1 Credit	2 Credit	1 Credit	2 Credit
Singles (VS · Person)	2 Credit	2 Credit	2 Credit	2 Credit
Doubles (VS · Persons)	2 Credit	2 Credit	4 Credit	4 Credit

3. Test Mode

(1) Entering Test Mode

Make sure the main power switch is in "OFF" position.

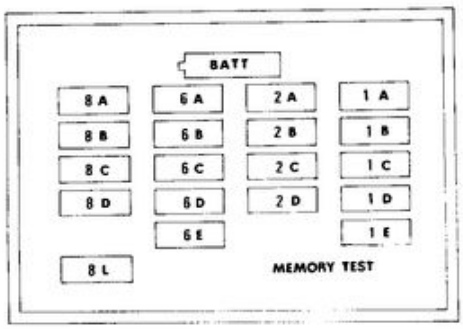
Set for Test Mode by the switching toggle 1 (SW2) on the game P.C. Board to the "ON" position, and then turn the main power switch to the "ON" position.

(2) Memory Test

All ROM and RAM will be tested automatically, and the test result will be displayed on the Video Monitor, with Green meaning "OK", Red meaning "NG", and Yellow meaning "NOT IN IC SOCKET".

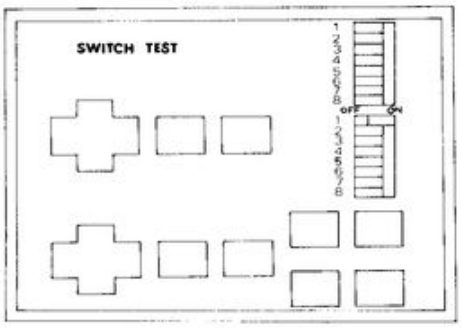
Also, the memory back-up condition can be tested, and the result will be displayed on the Video Monitor as a Battery illustration. On power up, "BATT" section will be Red. Turn the power off for 5 seconds, then turn back on. "BATT" section will now be Green if good, and still Red if no good.

Pressing the Service Switch will step to the next test. ("Switch Test")



(3) Switch Test

All Control Levers, Game Buttons, and Dip Switchs can be tested at this time. The screen should show a picture of the control lever and the game buttons, along with the Dip switch The picture corresponding to the switch being tested will appear GREEN if in the "OFF" position, and RED if in the "ON" position. Pressing the service switch will step to the next test. (CRT & Sound Test)



(4) CRT and Sound Test

a) CRT Test

The test pattern shown in Fig. 1 will appear on the screen. This pattern is used for adjusting color convergence. Moving a control lever up or down will change the test pattern to an all white screen shown in Fig. 2. This pattern is used for adjusting color purity. (screen should be pure white.)
Moving the control lever again will put the first pattern back on the screen, if desired.

b) Sound Test

The different sound circuits can also be tested at this time. Pressing a "B" button or a "1" or "3" button will start a corresponding sound test. To stop the test, press the "A" button or the "2" or "4" button.

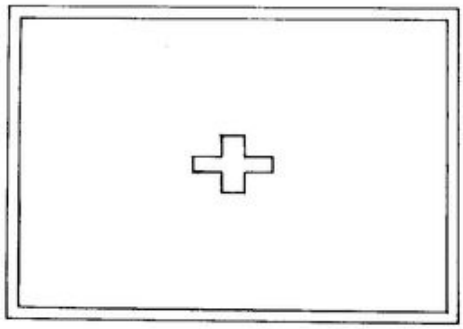


Fig. 1

Fig. 2

(5) Return to Game Mode

Turn the main power switch to "OFF" position. Reset back to "Game Mode" by switching Toggle 1 (SW2) on the P.C. Board, back to the "OFF" position, and then turn the main power switch to the "ON" position.